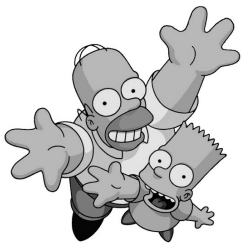

User´s manual

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Abstract

This document is the user´s manual for the system *AudioJury* developed for *Sony Ericsson Mobile Communications AB* by *The Shimpsons* in the course *TDDB61 - Programvaruprojekt i ett helhetsperspektiv.*

AudioJury is an application for judging sound quality and this manual contains instructions on how to install it and work with it.

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1 Introduction

1.1 Background

Sony Ericsson Mobile Communications AB uses programs to judge sound quality in different aspects. The *AudioJury* application is developed in the course *TDDB61 - Programvaruprojekt i ett helhetsperspektiv* and is a system for accomplishing this.

The system consists of two programs; an administrator program, where the administrator can create listening tests and handle the results, and a client program to be used by the participants in the listening tests. In the administrator part it is possible to create and manage projects, each containing a number of tests to be taken in sequence time by a participant. The administrator is able to create new tests or re-use old ones, by selecting the sound files that should be used, and defining other properties of the test. The test procedures supported by the system meets the ITU-T P.800 requirements for listening tests.

The client part of the system requires the participants to fill out some personal information before the tests and then let them go through each test in the current project. When a participant is finished it is possible to export the results so that they can be imported into the administrator program, which handles all gathered results from the clients.

1.2 Purpose

The purpose of the user´s manual is to give new users of the *AudioJury* application an introduction and guidance on how to work with the program. The user manual should also work as a reference manual for skilled users.

1.3 Document overview

The different chapters in this manual and a short description of their contents are listed below.

1. Introduction

Describes the structure and contents of this manual. It also presents the requirements on the system and the users.

2. AudioJury - an overview

Describes how to install *AudioJury* and how the work process of the application goes.

3. How to use the administrator program

Describes in detail the administrator part of the *AudioJury* application and how to work with it.

4. How to use the client program

Describes in detail the client part of the *AudioJury* application and how to work with it.

1.4 Document dependencies

This manual relies on the documents produced earlier. Therefore changes made to this document will not effect those documents.

1.5 Reading instructions

To get a good overview on how to use the program you should read chapter 2. For looking up individual tasks see chapter 3, "How to use the administrator program" and chapter 4, "How to use the client program". To gain full knowledge on how to work with the program it is strongly recommended that you read the whole document.

1.6 The users

This manual is written for the personnel at *Sony Ericsson Mobile Communications AB*. The manual is to be used by people familiar with the *Microsoft Windows 2000* or *XP* operating system environments.

The test participants (the users of the client part) don't have to read this manual to be able to perform the tests. To be able to participate in the tests, nothing more than basic computer knowledge is required.

1.7 System requirements

The system will run on a regular PC with Windows XP or Windows 2000 installed. The recommended requirements of Windows XP apply. In addition a soundcard capable of playback at at least 16 bits at 44 kHz is mandatory. Java Runtime Environment v1.4 should also be installed on the system.

1.8 Support, service and further improvements

The creators of this program cannot be held responsible for any support or service of the program after the final product has been accepted by the customer. After accepting the product, the customer owns the full rights of this program and may modify and make further improvements to the program. In order to be able to do this the customer will get the complete source code for the application.

1.9 Glossary

Here follows a definition list of terms and abbreviations used throughout this document:

Administrator	A person that manages listening tests by using the administrator part of the system.
Test participant	A person that takes listening tests by using the client part of the system.
Project	A unit consisting of a set of tests and a number of attributes.
Test (or listening test)	A set of judgements based on sounds.
Judgement	A judgement is a sequence of events where a participant first listens to one or two sounds and then gives a rating of the sounds according to a given scale.
ITU-T P.800	A set of recommendations for subjective determination of transmisson quality issued by the telecommunication standardization sector of the International Telecommunication Union (ITU). These recommendations includes the methods described below, ACR, DCR, and CCR.
Absolute Category Rating (ACR)	A standardized method for subjective determination of transmission quality. Used for judgements of one sound at a time, typically rated on a scale from one to five.
Degradation Category Rating (DCR)	A standardized method for subjective determination of transmission quality. Used for judgements of pairs of sounds, where one of the samples is unprocessed and the other has been processed in some degrading way. The sounds are compared and the degradation of the processed sample is typically rated on a scale from one to five.
Comparison Category Rating (CCR)	A standardized method for subjective determination of transmission quality, similar to DCR. The difference is that this method can assess sound processing that either degrades or improves sound quality. The second sound‘s quality compared to the first sound is typically rated on a scale from minus three to three.
Paired comparison test	Any test where each judgement is based on a comparison of two different sounds at a time.
General pair test	A general form of paired comparison test where you for example can compare two completely different sounds by preference.
Complete comparison test	A paired comparison test where all possible combinations between the included sounds are judged.

Shared folder	Originally a Microsoft Windows concept. It is a directory on a computer that is available to other computers on the same network via the Microsoft Windows Network Protocol.
Status: Under development	Means that this project is available for editing.
Status: Active	Means that this project is available for the clients to run and that results are still being collected.
Status: Closed	Means that all the needed results have been collected and that the project is not available in the clients anymore.

2 AudioJury - an overview

AudioJury consists of two programs: the administrator- and the client program. In this chapter you will find instructions on how to install and work with *AudioJury*. Detailed information on how to do perform different tasks in the application can be found in chapter 3, "How to use the administrator program" and chapter 4, "How to use the client program".

2.1 Installation

To install *AudioJury*, follow these instructions:

2.1.1 Installing the administrator program

The administrator program is meant to exist on the administrator´s computer and this computer only. Only one installation of this program is needed, no installation on the client´s (test participant´s) computers should be done. Do this to install the program:

1. Go to this url: *http://www.lysator.liu.se/~lunkwill/pum6/webdoc*.
2. Click on "Downloads" -> "AudioJury Administrator" and download the program.
3. Run *AudioJury Administrator.exe*.
4. Follow the instructions of the installation program.

The program will automatically install itself in the folder 'AudioJury' in the user´s home directory. A shortcut to the program will be placed in the 'AudioJury' folder of the Start menu.

2.1.2 Installing the client program

The client program is meant to exist on the client computers. You can of course also install it on the administrator´s computer if you want. Do this to install the program:

1. Go to this url: *http://www.lysator.liu.se/~lunkwill/pum6/webdoc*.
2. Click on "Downloads" -> "AudioJury Client" and download the program.
3. Run *AudioJury Client.exe*.
4. Follow the instructions of the installation program.

The program will automatically install itself in the folder 'AudioJury' in the user´s home directory. A shortcut to the program will be placed in the 'AudioJury' folder of the Start menu.

2.2 Working with the administrator program

The administrator program should be run by the administrator of tests. The work process goes like this:

At first you create a project. Within the project you can create tests of different kinds. You can also add text- and sound instructions and choose what personal data to collect. There are some pre-defined categories of personal information and you can also add your own categories.

When you create a test you can choose between different test methods. The methods are described in the glossary (see section 1.9 on page 3). When you have chosen the test method you have to add sound files to the test. You also have to choose which scale, interaction mode and randomization mode to use. As with the project, you can also add text- and sound instructions to the test. A preview option of the test is also available.

When you are editing the project it‘s status is "Under development". *AudioJury* is all about running tests for test participants and to be able to do this you have to activate the project. A copy of the project will then get the status "Active".

For convenient distribution of projects and retreival of results, a folder available to the network should be created and the "Shared folder path" should be set to this folder. The project can now be run in the client program. Manual distribution of projects is also possible.

When a number of participants have taken the tests in the project, you can collect the results from the tests. The results can be imported, previewed and a report file can be generated, which can be opened in a statistical analysis application.

When you feel that enough results have been collected from a project, you can close it. It will then end up in the "Closed" mode, where it is possible to handle results and delete it. The project can also be re-activated if more results are needed.

2.3 Working with the client program

This program should be placed on a number of computers run by test participants.

To be able to run a project created in the administrator program, it must be activated. You will then be able to choose to run it from a list of the activated projects. A "Shared folder path" must also be set to be able to fetch the projects. The path should be set as the same as in the administrator program. Manual distribution of projects is also possible.

As earlier described, the project consists of a number of tests. The tests are run in order after each other until there are no more tests to be run. During this process, instructions will be given to guide the participant through the tests. After the test the results will automatically be submitted to the shared folder. Manual export of results is also possible.

3 How to use the administrator program

In this chapter the features of *AudioJury Administrator* are explained. At first the main windows of the program are described. After that follows an explanation of tasks that can be performed in the *Administrator.* After reading this, you should have gained basic knowledge in using the application and be prepared to explore and use it.

3.1 The main windows

The *AudioJury Administrator* consists of a number of main windows with different purposes.

3.1.1 The project manager

When the administrator starts the administrator program, this is the first view he gets to. The project manager gives an instant overview of which projects are in which state. See section 3.2 on page 9 for information on how to use it.

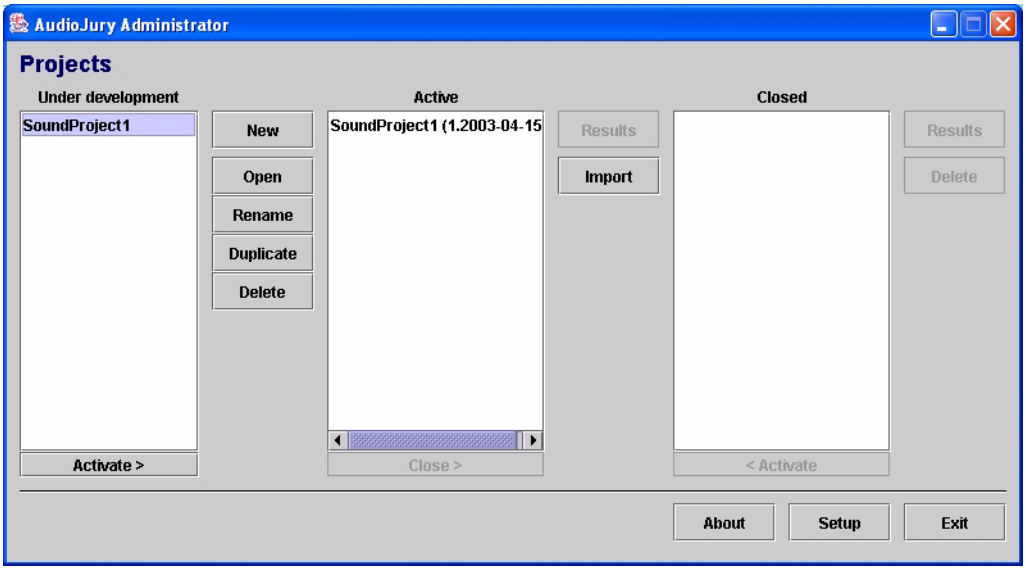

Figure 1: The project manager

3.1.2 The project editor

From this view it is possible to add and remove tests from a project. The user can also set properties that are general to the project as a whole. See section 3.3 on page 12 for information on how to use it.

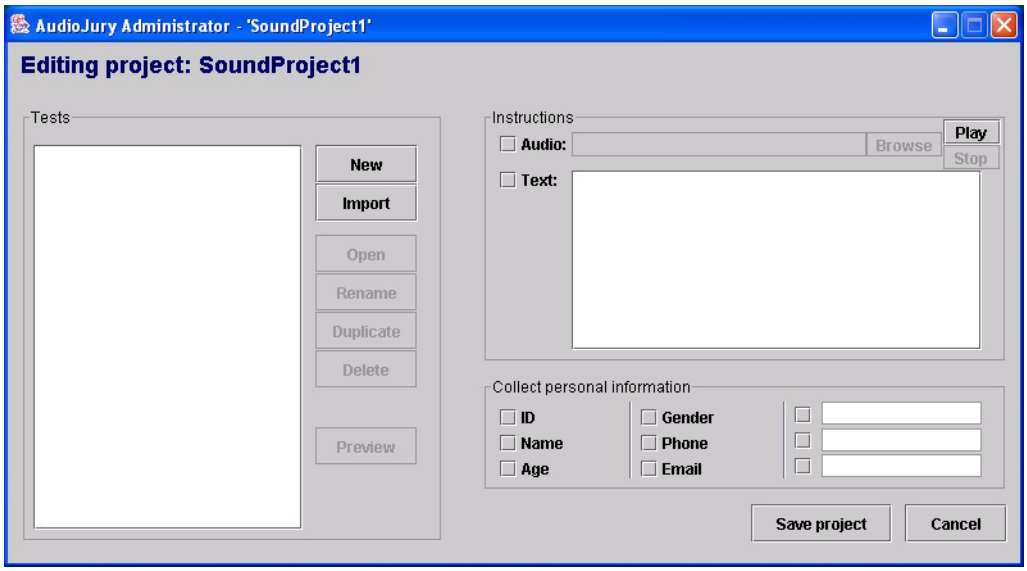

Figure 2: The project editor

3.1.3 The test editor

From this view it is possible to edit all properties of a test. The view also gives an overview of the test currently being edited. See section 3.4 on page 14 for information on how to use it.

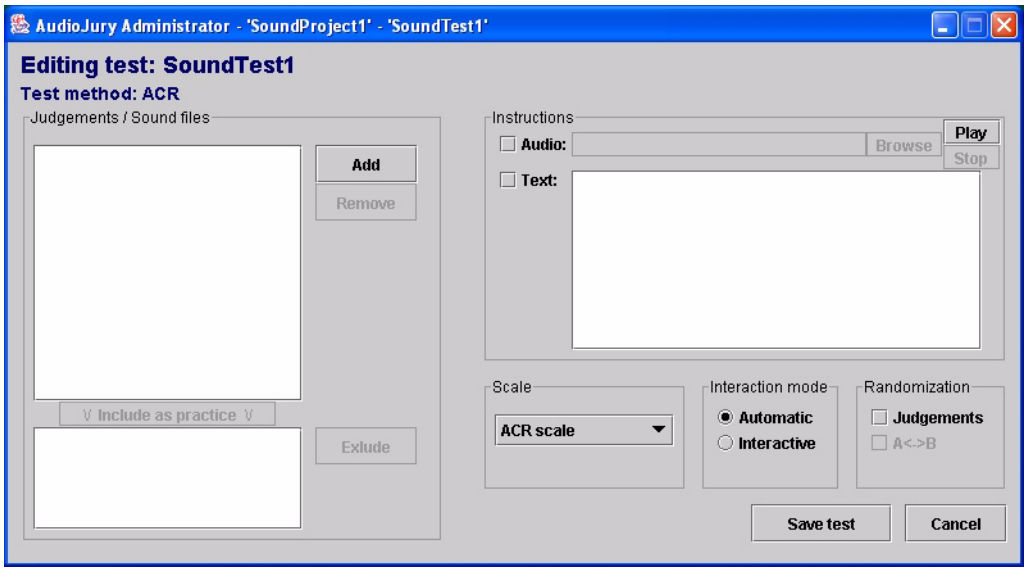

Figure 3: The test editor

3.1.4 The result viewer

In this window you can work with the collected results from the tests. Browsing, importing and exporting results are the options which are possible to perform. See section 3.5 on page 15 for information on how to use it.

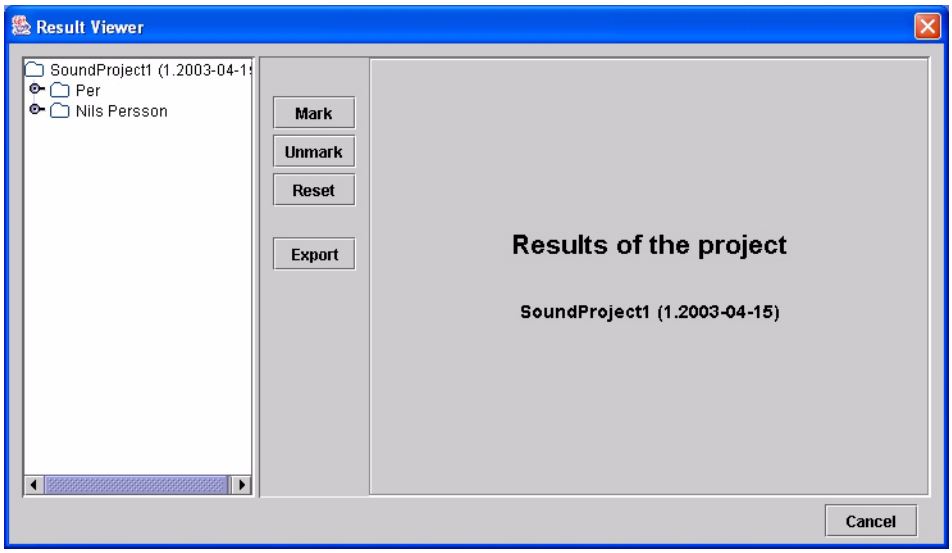

Figure 4: The result viewer

3.2 The project manager

To be able to perform these following tasks you need to have the project manager window open (see figure 1 on page 7).

3.2.1 Choose shared folder path

The "Shared folder path" is the path where copies of the active projects will be put when using automatic distribution. These are the projects which are ready to be run by the clients. The results of tests will also be put in this folder. Therefore, make a folder available to the network somewhere on the network. See Window‘s user´s manual on how to share a folder. Then set that folder as "Shared folder path" in both the administrator program and in the client program, this is how you do this:

1. Click 'Setup'.

A new window will appear:

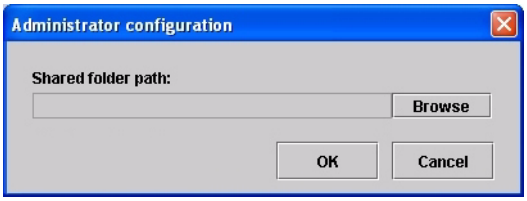

Figure 5: The configuration dialog

2. Click 'Browse'.
3. Select the path to the shared folder.
4. Click 'OK'.

If you don’t have a network connection you can use removable storage devices to move data between the workstations, see section 3.2.12 and 3.2.13 for further instructions.

3.2.2 Create a project

To create a project, do this:

1. Choose 'New'.
2. Enter the name of the project.

Once you have done this, the project editor window will appear, see section 3.3 on page 12 for further guidance.

3.2.3 Open a project

To open a project, do either this:

1. Double click the project name in the "under development" list.

or alternatively

1. Mark the project name in the "Under development" list.
2. Choose 'Open' from the panel to the right.

Once you have done this, the project editor window will appear, see section 3.3 on page 12 for further guidance.

3.2.4 Rename a project

To rename a project, do this:

1. Choose 'Rename'.
2. Enter the new project name and choose 'OK'.

3.2.5 Duplicate a project

To duplicate a project, do this:

1. Choose 'Duplicate'.
2. Enter the desired project name and choose 'OK'.

3.2.6 Delete a project

To be able to delete a project its status has to be "Closed" or "Under development".

1. Mark the project name in the "Closed"- or "Under development" list.
2. Choose 'Delete'.
3. In the question dialog, click 'Yes' to confirm the choice.

3.2.7 Activate a project

To activate a project, do this:

1. Mark the project name in the "Under development" list.
2. Click 'Activate >' under the list.
3. In the question dialog, click 'Yes' to confirm the choice.

The project will appear in the "Active" list.

3.2.8 Close an active project

To close an active project, do this:

1. Mark the project name in the "Active" list.
2. Click 'Close >' under the list.
3. In the question dialog, click 'Yes' to confirm the choice.

The project will appear in the "Closed" list.

3.2.9 Activate a closed project

To re-activate a closed project, do this:

1. Mark the project name in the "Closed" list.
2. Choose '< Activate'.
3. In the question dialog, click 'Yes' to confirm the choice.

The project will appear in the "Active" list.

3.2.10 Manage test results

To handle test results, do this:

1. Mark the project name in the "Active" list.
2. Click 'Results'.

The result viewer will appear, see section 3.5 for further guidance.

3.2.11 Automatically import test results

If you have chosen the same path for the shared folder in both the administrator- and the client program, the results will be imported automatically when the administrator program starts. A dialog will then appear to inform you of the import. If the program is already started and you want to import, do this:

1. Choose 'Import' under the "Active" list.

A new window will appear:

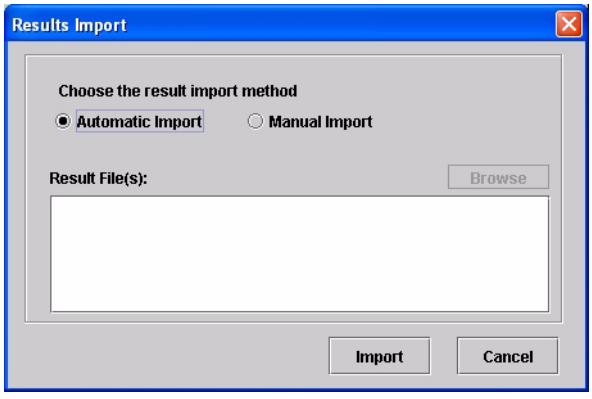

Figure 6: The results import window

2. Mark "Automatic Import".
3. Choose 'Import'.

3.2.12 Manually import test results

If you don’t have a network connection or if you want to import results from another location than the shared ’results’ folder, you can manually import the test results:

If you don’t have a network connection, do this first:

1. Copy the result files from the client computer´s result folder, <home>\AudioJuryresults to a removable storage device, such as a floppy disc, a CD-R or an USB-stick.
2. Insert the storage device into / connect the storage device to the administrator computer.

To import the test results, do this:

1. Choose 'Import' beside the "Active" list.

The results import window will appear (see figure 6).

2. Mark "Manual Import".
3. Click 'Browse'.
4. Mark the folder which contains the result files and choose 'Open'.
5. The result files will appear in the list. Mark the wanted ones and choose 'Import'.

3.2.13 Manually distribute projects to a client computer

If you don’t have a network connection and still want to run a new test session (project) you can do this:

1. Copy the project files from the "Shared folder path" (see section 3.2.1) or the directory *\AudioJury\projects\active* to a removable storage device, such as a CD-R or an USB-stick..
2. Copy the files from the disc to the client computer.
3. In the project selector of the client program (figure 11 on page 19), set the "Shared folder path" to the path of the files (see section 4.2.1 on page 20 for instructions on doing this).

You will now see the available projects in the list.

3.3 The project editor

To be able to perform the following tasks you need to have the project editor window open (see figure 2 on page 8).

3.3.1 Add a test to a project

To add a test, do this:

1. Choose 'New'.

A new window will appear:

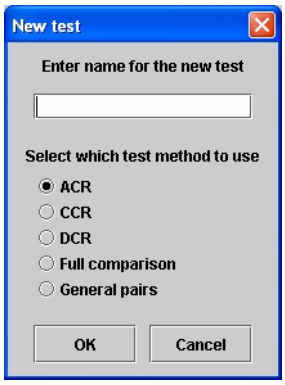

Figure 7: The new test dialog

2. Enter the test name and choose a test method. Information about the test methods can be found in the glossary (see section 1.9 on page 3).

Once you have done this, the test editor window will appear, see section 3.4 on page 14 for further guidance.

3.3.2 Import a test to the project

To import a test, do this:

1. Choose 'Import'.
2. Mark the name of the test you want to import and choose 'OK'.

3.3.3 Open a test

To open a test, do either this:

1. Double click the test name.

or alternatively

1. Mark the name of the test.
2. Choose 'Open'.

Once you have done this, the test editor window will appear, see section 3.4 on page 14 for further guidance.

3.3.4 Rename a test

To rename a test, do this:

1. Choose 'Rename'.
2. Enter the new test name and choose 'OK'.

3.3.5 Duplicate a test

To duplicate a test, do this:

1. Choose 'Duplicate'.
2. Enter the desired test name and choose 'OK'.

3.3.6 Preview a test

To preview a test, do this:

1. Mark the desired test.
2. Choose 'Preview test'.
3. Depending on the test properties, see section 4.2.4 on page 21 Running a practice test, section 4.2.5 on page 21 Running an automatic test or section 4.2.6 on page 23 Running an interactive test.

When the preview has finished you will return to the project editor window.

3.3.7 Add personal information dialogs

In the beginning of a test session the test participant will be asked to provide some personal information. To add these dialogs, do this:

1. Mark the checkboxes by the desired categories. You can also add your own categories by marking a checkbox by an empty text field and enter the name of the category.

3.3.8 Set the text instructions for a project

To set the text instructions for a project, do this:

1. Mark the checkbox named "Text".
2. Enter the instructions in the text field.

3.3.9 Set the audio instructions for a project

To set the audio instructions for a project, do this:

1. Mark the checkbox named "Audio".
2. Choose 'Browse'.
3. Mark the desired file or enter a file name, and choose 'Open'.

3.4 The test editor

To be able to perform the following tasks you need to have the test editor window open (see figure 3 on page 8).

3.4.1 Add sound files to a test

To add sound files to a test, do this:

1. Choose 'Add'.
2. Mark the desired file / files, or enter a file name, and choose 'Open'.

3.4.2 Remove sound files from a test

To remove sound files from a test, do this:

1. Mark the file name.
2. Choose 'Remove'.

3.4.3 Add practice sound files to a test

To add a practice sound file to a test, do this:

1. Mark the file name.

2. Choose 'Include as practice'.

3.4.4 Remove a practice sound file

To remove a practice sound file from a test, do this:

1. Mark the file name.
2. Choose 'Exclude'.

3.4.5 Set the text instructions for a test

To set the text instructions for a test, do this:

1. Mark the checkbox named "Text".
2. Enter the instructions in the text field.

3.4.6 Set the audio instructions for a test

To set the audio instructions for a test, do this:

1. Mark the checkbox named "Audio".
2. Choose 'Browse'.
3. Mark the desired file, or enter the file name, and choose 'Open'.

3.4.7 Choose the scale for a test

To be able to choose the scale for a test, you must have chosen "Full comparison" or "General pairs" as test method.

1. Choose the scale from the scroll menu.

3.4.8 Set automatic/interactive test mode

To set the automatic / interactive test mode, do this:

1. Mark the radiobutton with the name "Automatic" or "Interactive".

3.4.9 Set randomization mode

Depending on which type of test you have chosen, you can set the randomization mode of it, do this:

1. Mark the checkbox "Judgement" and / or "A<->B".

3.4.10 Save a test

To save a test, do this:

1. Choose 'Save test'

Once you have done this, you will return to the project editor window.

3.5 The result viewer

To be able to perform the following tasks you need to have the result viewer window open (see figure 4 on page 9).

3.5.1 Show personal data

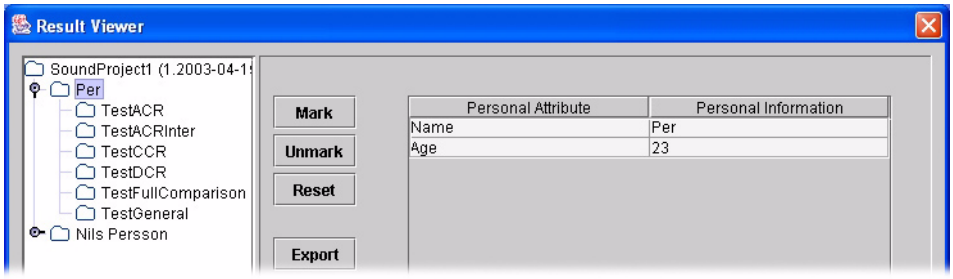

Figure 8: The result viewer - Show personal data

To show a test person´s personal data, do this:

1. Mark the person´s name under the preferred project.

You can now see the data collected from that person in the fields to the right.

3.5.2 Show test data

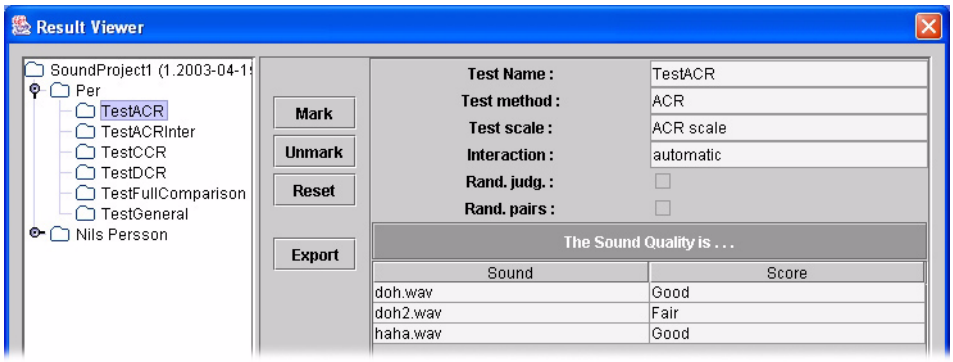

Figure 9: The result viewer - Show test data

To show a persons test data, do this:

1. Mark the test name under the preferred project and person.

You can now see the data collected from that test in the fields to the right.

3.5.3 Import results

To import results, see section 3.2.11 and 3.2.12.

3.5.4 Export results

To export results, do this:

1. Select the preferred projects / persons / tests.
2. Click 'Mark' to set a marker on the chosen objects.

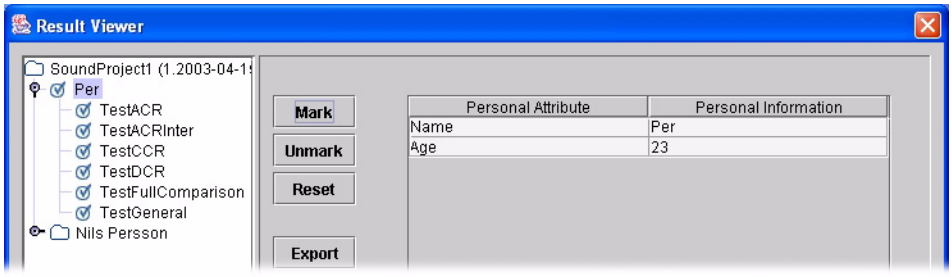

Figure 10: The result viewer - Marked objects

3. If you want to remove a marker, select it and click 'Unmark'.
4. Click 'Export' to export the data.
5. Enter the name of the exported file.

The exported file will end up in the folder <home>\AudioJury\reports. The output is a comma separated text file, which can be imported by a statistical analysis program or a spreadsheet application such as Microsoft Excel.

4 How to use the client program

In this chapter you will get acquainted with the *AudioJury Client*. This part is run by the test participants and the focus of it lies on usability.

4.1 The main windows

When you start the *AudioJury* client you will see the project selector. With this you can choose which folder to fetch the projects from and where to save the results coming from the tests. The window also lets you choose which project to run, and to start the listening tests.

Figure 11: The project selector

When you have clicked 'Start' the program will go into full screen mode. This is also where the test persons take over the interaction of the program. You will see a screen with instructions on how to perform the tests:

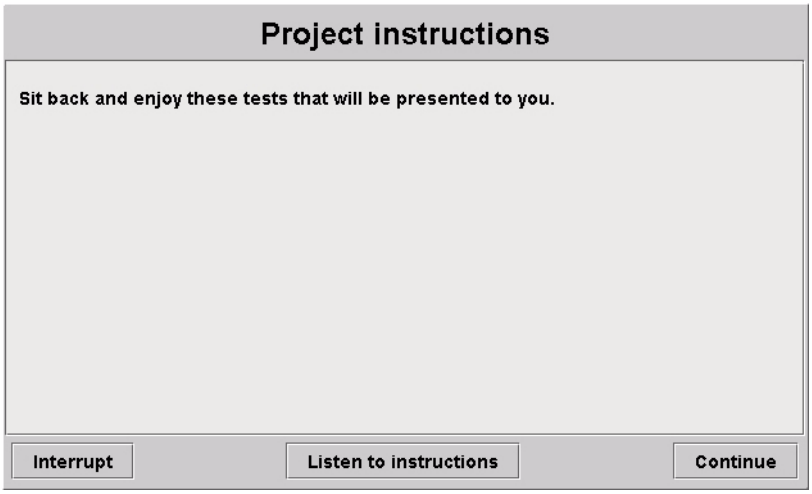

Figure 12: The project instructor

See section 3.3.8 and section 3.3.9 on page 14 on how to set the instructions.

4.2 A test session - step by step

4.2.1 Choose shared folder path

Before you start running the tests you need to choose the shared folder path. To be able to do this you need to have the project selector window open (see figure 11 on page 19). Read section 3.2.1 on page 9 for further instructions.

4.2.2 Manual import of projects

If you don’t have a network connection and still want to run a test session (project), see the instructions in section 3.2.13 on page 12.

4.2.3 Start a test session (project)

To be able to perform this task you need to have the project selector window open (see figure 11 on page 19).

1. Choose which project to run from the list.
2. Click 'Start'.

The project starts and you can now see the instructions for the project (see figure 12).

3. If you have chosen to add an instruction sound for the project, you can now click 'Listen to instructions'.
4. Click 'Continue'.

'

Figure 13: The personal information collection window

5. Type in your personal information.
6. Click 'Next'.
7. In the question dialog, click 'Yes' to confirm your entries.

You can now see the instructions for a test. If you have chosen to include practice sounds, you will see a button with the text 'Start practice', if you haven't, the button will instead say 'Start real test':

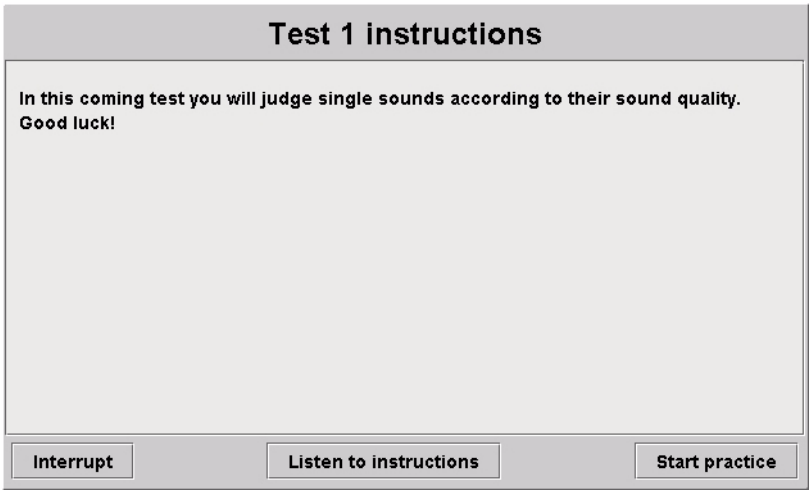
Test 1 instructions
In this coming test you will judge single sounds according to their sound quality.
Good luck!
Interrupt
Listen to instructions
Start practice

Figure 14: Test instructor with practice sound

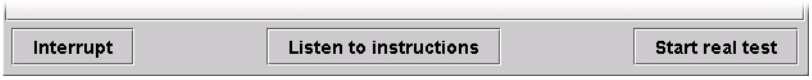

Figure 15: Test instructor without practice sound

8. If you have chosen to include an instruction sound, you can click 'Listen to instructions'.

Depending on how you have configured the tests in the administrator program see section 4.2.4, 4.2.5 or 4.2.6 for further instructions,

4.2.4 Running a practice test

To be able to perform this task you need to have included practice sounds in the test (see section 3.4.3 on page 14) and have the test instructor window open (see figure 14):

1. Click 'Start practice'.

2. Follow step 3-5 in section 4.2.5 or 4.2.6 depending on if the practice test is automatic or interactive.

When the practice is finished, see section 4.2.5 or 4.2.6 depending on the test properties.

4.2.5 Running an automatic test

In the administrator part of the program you need to have chosen 'Automatic' as "Interaction mode" (see section 3.4.8 on page 15). To be able to perform this task you also need to have the test instructor window open (see figure 15).

1. Read the test instruction.

2. Click 'Start real test'.

You will now see one of the following windows depending on if the test has ACR-, CCR- or DCR-scale:

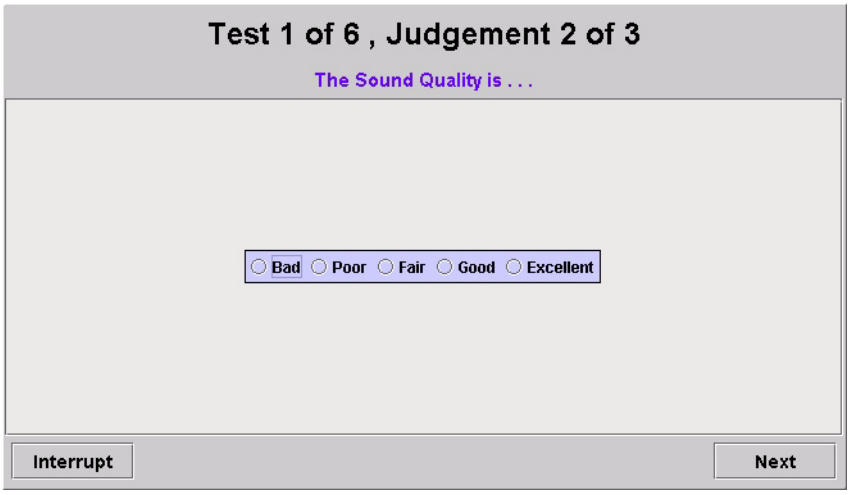

Figure 16: Judgement window (automatic ACR-scale)

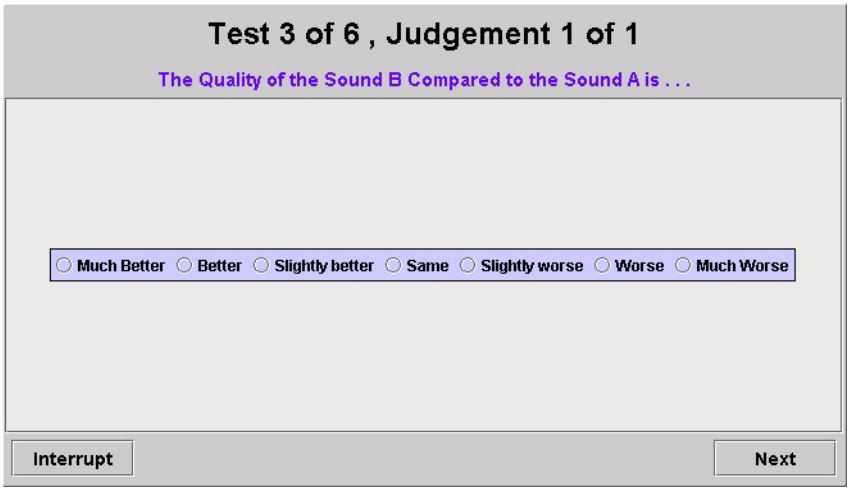

Figure 17: Judgement window (automatic CCR-scale)

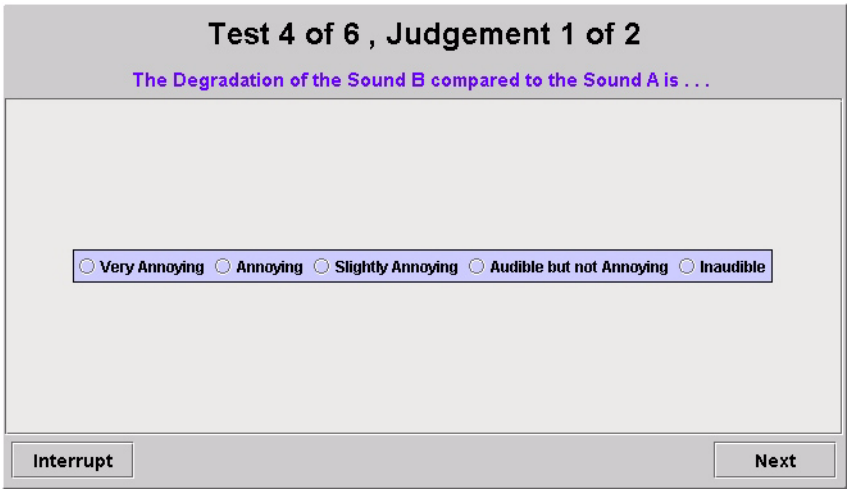
Test 4 of 6 , Judgement 1 of 2
The Degradation of the Sound B compared to the Sound A is . . .
Very Annoying
Annoying
Slightly Annoying
Audible but not Annoying
Inaudible
Interrupt
Next

Figure 18: Judgement window (automatic DCR-scale)

3. Listen to the sound / sounds and judge it / them.
4. Click 'Next'.
5. Repeat step 3-4 until the test is finished.
6. Click 'Next test' when the test is finished. Depending on the test properties, see section 4.2.5, 4.2.6 or 4.2.8 for further instructions.

4.2.6 Running an interactive test

In the administrator part of the program you need to have chosen 'Interactive' as "Interaction mode" (see section 3.4.8 on page 15). To be able to perform this task you also need to have the test instructor window open (see figure 15).

1. Read the test instruction.
2. Click 'Start real test'.

You will now see a window similar to one of the following windows depending on if the test has ACR-, CCR- or DCR-scale:

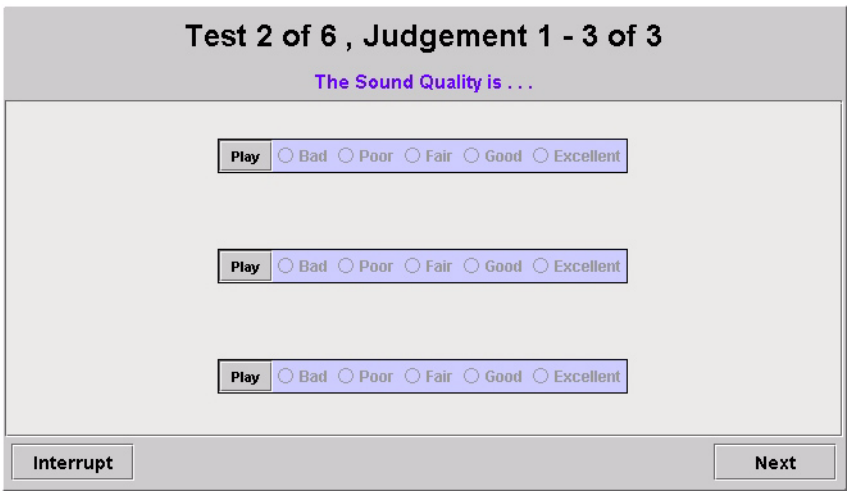

Figure 19: Judgement window (interactive ACR-scale)

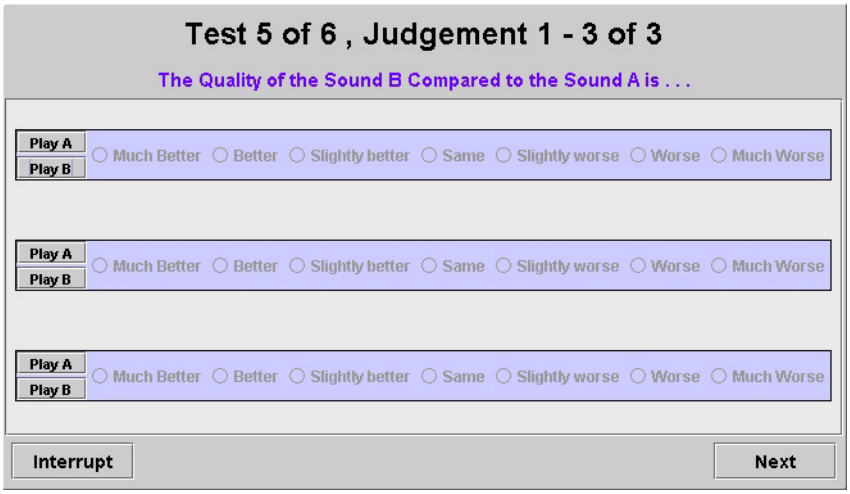

Figure 20: Judgement window (interactive CCR-scale)

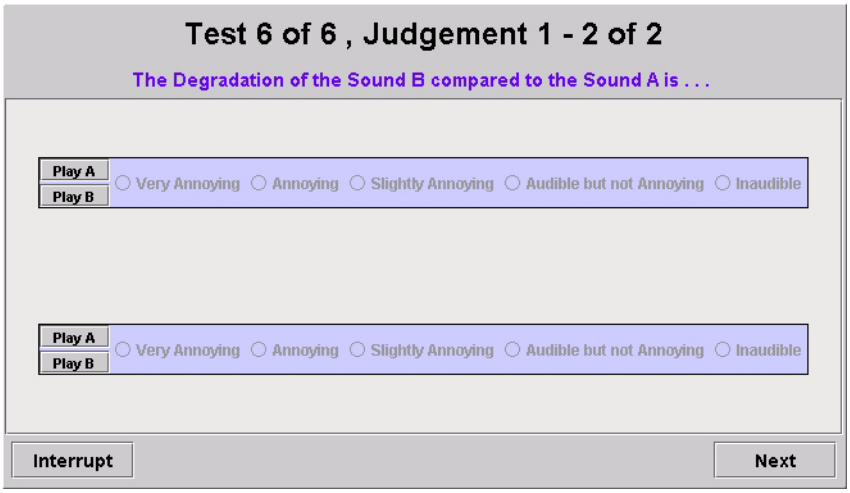

Figure 21: Judgement window (interactive DCR-scale)

3. Click 'Play' and judge each of the sounds presented on the screen.
4. Click 'Next'.
5. Repeat step 3-4 until the test is finished.
6. Click 'Next test' when the test is finished. Depending on the test properties, see section 4.2.5, 4.2.6 or 4.2.8 for further instructions.

4.2.7 Interrupt a test session

To interrupt a test session, do this:

1. At any time of the test, choose 'Interrupt'.
2. Click 'Yes' in the question dialog that appears.

You will now see the project selector (figure 11). All results so far in this test session will be discarded.

4.2.8 The end

When all tests are finished you will see this screen:

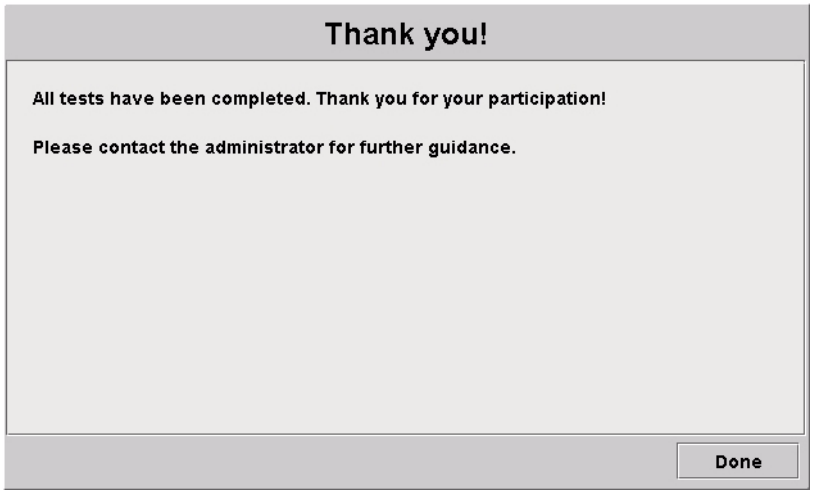
Thank you!
All tests have been completed. Thank you for your participation!
Please contact the administrator for further guidance.
Done

Figure 22: The completed tests window

Click 'Done' and you will see the project selector (figure 11). The results from the tests are also submitted.

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